

**AMENDMENTS TO THE CLAIMS**

*Please amend the claims as follows:*

1. (CURRENTLY AMENDED) A method for emulating a keyboard-modified two-button mouse-type computer input device, comprising steps of:

receiving a first stylus input from a user;

determining whether the stylus input is preceded by a predetermined gesture made by the user;

responsive to determining that the stylus input is preceded by the predetermined gesture made by the user, displaying a user interface comprising at least one user-selectable keyboard modification function having a plurality of selectable functions including from the group consisting of at least one function selected from the list consisting of a shift key function, a control key function, and an alternate key function corresponding to emulations of a shift key, a control key, and an alternate key of a keyboard, respectively;

receiving a user selection of at least one of the user-selectable keyboard modification functions via a second stylus input;

receiving a third stylus input from the user; and

sending a, to a location corresponding to the third stylus input, an emulation of a keyboard-modified mouse button event modified by the corresponding to a mouse button click modified by the selected at least one user-selected keyboard modification function.

2-3. (CANCELED)

4. (PREVIOUSLY PRESENTED) The method according to claim 1, further comprising a step of hiding the user interface responsive to receiving the user selection.

5. (CURRENTLY AMENDED) A method for emulating a keyboard-modified two-button mouse-type computer input device, comprising steps of:

displaying a user interface ~~having a plurality of selectable functions including at least one function selected from the list consisting of~~comprising at least one user-selectable keyboard modification function from the group consisting of a shift key function, a control key function, and an alternate key function corresponding to emulations of a shift key, a control key, and an alternate key of a keyboard, respectively, and further comprises a user-selectable bull's-eye function located substantially in the center of the displayed user interface;

receiving a user selection of at least one of the keyboard modification functions;

receiving a user selection of the bull's-eye function; and

sending, in response to receiving the user selection of the bull's-eye function, an emulation of a keyboard-modified mouse button event—modified by the corresponding to a right mouse button click modified by the selected at least one keyboard modification function—selected function,

~~wherein the plurality of selectable functions further includes a bull's-eye function.~~

6. (CANCELED)

7. (PREVIOUSLY PRESENTED) The method according to claim 1, further comprising steps of:

starting an inactivity timer when the user interface is displayed; and

hiding the user interface when a predetermined amount of time elapses without receiving the user selection.

8. (CANCELED)

9. (PREVIOUSLY PRESENTED) A computer-readable medium storing computer-executable instructions for performing the steps recited in claim 1.

10-24. (CANCELED)

25. (PREVIOUSLY PRESENTED) The method according to claim 1, wherein the stylus input is provided by a digitizing pen and said displaying step displays said user interface at a location on a digitizing writing surface that depends upon a location of the digitizing pen in relation to the digitizing writing surface.

26. (PREVIOUSLY PRESENTED) The computer-readable medium according to claim 9, wherein the stylus input is provided by a digitizing pen and said displaying step displays said user interface at a location on a digitizing writing surface that depends upon a location of the digitizing pen in relation to said digitizing writing surface.

27. (CANCELED)

28. (PREVIOUSLY PRESENTED) The method of claim 1, wherein the step of displaying includes displaying the user interface in response to receiving the predetermined gesture made by the user.

29. (PREVIOUSLY PRESENTED) The method of claim 28, wherein the step of displaying further includes a step of comparing the predetermined gesture made by the user with a set of predetermined gestures, and displaying the user interface in response to receiving the predetermined gesture made by the user if the predetermined gesture made by the user matches one of the set of predetermined gestures but not if the predetermined gesture made by the user does not match one of the set of predetermined gestures.

30. (PREVIOUSLY PRESENTED) The method of claim 28, wherein the stylus input is provided by a digitizing pen and the predetermined gesture made by the user is an in-air gesture made by the digitizing pen in relation to a digitizing writing surface.

31. (PREVIOUSLY PRESENTED) A computer having a display and a user input device, configured to perform the steps recited in claim 1.

32. (CURRENTLY AMENDED) In a stylus-based computer, a method for emulating a keyboard-modified mouse-type computer input device, comprising steps of:

receiving a first stylus input from a user;

determining whether the first stylus input is preceded by a particular in-air gesture;

responsive to determining that the first stylus input is preceded by the particular in-air gesture, displaying a graphical user interface including at least one a user-selectable keyboard function corresponding to an input modification key of a keyboard;

detecting a first user interaction with the graphical user interface to select ~~the~~ at least one of said keyboard functions; and

responsive to a second stylus input, sending an emulation of a modified mouse button event modified in accordance with the at least one user-selected keyboard function.

33. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the keyboard function is a Shift key function.

34. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the keyboard function is a Control key function.

35. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the keyboard function is an Alternate key function.

36. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the first user interaction is a stylus-based user input.

37. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the first stylus input is a tap of the stylus on a touch-sensitive display.

38. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the step of displaying includes displaying the graphical user interface at a location of a stylus-sensitive display that depends upon a location of the stylus relative to the display.

39. (CANCELLED)

40. (PREVIOUSLY PRESENTED) The method of claim 32, further including a step of removing the graphical user interface from being displayed responsive to the stylus input.

41. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the step of sending includes sending the mouse button event modified in accordance with the user-selected keyboard function to a running application.

42. (PREVIOUSLY PRESENTED) The method of claim 32, further including a step of locking the user-selectable keyboard function in response to a second user interaction with the graphical user interface.

43. (PREVIOUSLY PRESENTED) The method of claim 42, further including a step of unlocking the user-selectable keyboard function in response to a third user interaction with the graphical user interface.

44. (PREVIOUSLY PRESENTED) A computer-readable medium storing computer-executable instructions for performing the steps recited in claim 32.

45. (CANCELED)

46. (PREVIOUSLY PRESENTED) The method of claim 1, wherein the stylus input is a tap.

47. (PREVIOUSLY PRESENTED) The method of claim 32, wherein the first stylus input is a tap.

48. (NEW) The method according to claim 1,  
wherein the displayed user interface further comprises a right mouse button function,  
and  
wherein when a user selects the right mouse button function, the emulation of a modified mouse button event corresponds to a right mouse button click.

49. (NEW) The method according to claim 5, further comprising the step of:  
ceasing to display the user interface in response to receiving the user selection of the bull's-eye function.

50. (NEW) The method according to claim 1, wherein the emulation of a keyboard modified mouse button event is sent to an application program.

51. (NEW) The method according to claim 5, wherein the emulation of a keyboard modified mouse button event is sent to an application program.

52. (NEW) The method according to claim 51, wherein said application program is associated with a window displayed immediately below said user-selectable bull's-eye function.